### Computer Animation Recommendations

#### Introductory Courses
- ATEC 2382 Computer Imaging
- ATEC 2326 Computer Animation Processes

#### Core
<table>
<thead>
<tr>
<th>Modeling and Texturing</th>
<th>Rigging</th>
<th>Animation</th>
<th>Lighting and Rendering</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATEC 3317 Modeling and Texturing I</td>
<td>ATEC 3328 Rigging I</td>
<td>ATEC 4337 Animation</td>
<td>ATEC 3327 Lighting and Composition I</td>
</tr>
<tr>
<td>ATEC 4348 Modeling and Texturing II*</td>
<td>ATEC 4328 Rigging II*</td>
<td>ATEC Topics Animation II*</td>
<td>ATEC 4349 Lighting and Composition II*</td>
</tr>
<tr>
<td>Capstone Project (final sem)</td>
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<td>Capstone Project (final sem)</td>
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<tr>
<td>ATEC 3317 Mod Tex I (any sem)</td>
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</tbody>
</table>

#### Recommended
- ATEC 4351 & 4352 Animation Studio (2 sem)*
- ATEC 4V71 Ind. Study/Topics
- ATEC 4371 Topics in Animation
- ATEC 3327 Lighting & Composition I
- ATEC 4337 Computer Animation

- ATEC 4351 & 4352 Animation Studio (2 sem)*
- ATEC 4V71 Ind. Study/Topics
- ATEC 4371, 3327
- ATEC 4345 Motion Capture Animation
- ATEC 2331 Storyboard & Pre-production
- ATEC 3315 Motion Graphics

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### Gaming Recommendations

#### Introductory Courses
- ATEC 2382 Computer Imaging
- ATEC 2320 Intro Topics in ATEC: Intro to Gaming
- ATEC 3351 Game Development

#### Core
<table>
<thead>
<tr>
<th>Game/System Designer</th>
<th>Game Writer/Content Designer</th>
<th>Level Designer</th>
<th>Game Programmer</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATEC 3352 Game Design</td>
<td>ATEC 3352 Game Design</td>
<td>ATEC 3365 Virtual Environments</td>
<td>ATEC 4367 Adv. Game Development</td>
</tr>
<tr>
<td>ATEC 4367 Adv. Game Development</td>
<td>ATEC 4368 Adv. Game Design</td>
<td>ATEC 3365 Level Design and Scripting (exp)</td>
<td>Additional CS courses</td>
</tr>
<tr>
<td>Capstone Project (final sem)</td>
<td>Capstone Project (final sem)</td>
<td>Capstone Project (final sem)</td>
<td>Capstone Project (final sem)</td>
</tr>
</tbody>
</table>

#### Recommended
- ATEC 4350 Game Production Lab (2 sem)*
- ATEC 3353 Game Studies
- ATEC 4373 Topics in Gaming
- ATEC 4V71 Ind. Study/Topics
- ATEC 4337, 3327, 4337, 4371

- ATEC 4350 Game Production Lab (2 sem)*
- ATEC 3353 Game Studies
- ATEC 4373 Topics in Gaming
- ATEC 4337, 3327, 4337, 4371

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Students must have earned a “C” letter grade or better in their introductory level counterpart, and must also successfully complete an additional test/review to register for any advanced level course. Admission to any advanced level course is subject solely to the discretion of the instructor. Please see your Academic Catalog for prerequisites and repeatability.

Students apply to the Game Production Lab by application and portfolio every semester. Students who wish to lead a team as a Creative Director must submit their pitch three months before the semester starts, as well as pitch it live to the GPL Selection Committee. It is recommended that all students take one semester of Game Lab as a crew member before applying as a Creative Director. Admission to any advanced level course is subject solely to the discretion of the instructor. Please see your Academic Catalog for prerequisites and repeatability.